Subject: Re: Generating events while a button is pressed Posted by rivers on Tue, 14 May 1996 07:00:00 GMT

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In article <DrCKAz.B65@midway.uchicago.edu>, rivers@cars3.uchicago.edu (Mark Rivers) writes:

- > In article <31973A26.167E@irc.chmcc.org>, Phil Williams <williams@irc.chmcc.org> writes:
- >> I hope someone out there can give me a hand with this one.

>>

- >> I want to have a widget_button that generates events while the button
- >> remains pressed (sorta like the action of DRAG on a widget_slider) so
- >> that I can scroll through a stack of data, say.

>

> I can think of one way to do it:

>

- > 1) Detect button press event, program enters "scroll mode"
- > 2) Set a timer widget for a fraction of a second. On every timer widget
- > event do your "scroll" action, and set the timer widget again.
- > 3) On button release event, cancel timer event and exit "scroll mode".

My response above was incorrect, because normal buttons can only generate button press events, not release events. Exclusive or non-exclusive buttons can generate both press and release, but the "release" requires a second mouse click, so this is not what Phil wanted.

I did manage to achieve what Phil wants to do using small draw widgets, rather than button widgets. Draw widgets can detect both press and release events.

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